IN THE CLAIMS:

Please cancel and add claims as follows:

Claims 1-19 (Canceled).

20. (New) In combination, a standard video game equipment capable of displaying varying representations of a human body, and an apparatus for transforming movements of a user into control signals, said combination comprising:

a pair of two-state elbow sensors adapted to be positioned in respective elbow regions of the user to deliver two different signals depending on a respective elbow bend;

a pair of two-state knee sensors adapted to be positioned in respective knee regions of the user and to deliver two different signals depending on a respective knee bend;

a processing unit for receiving signals from said elbow and knee sensors and for converting said signals into two-state signals of standard format for generation of game action on said standard video game equipment; and

a standard connection arrangement between said apparatus and said standard game equipment;

said apparatus being removably connected to the video game equipment and used as a substitute for a conventional gamepad or joystick to obtain improved playability.

21. (New) The apparatus according to claim 20, further comprising a pair of handsets connected to said processing unit, each handset having at least one pushbutton, said processing unit applying signals representative of actions performed on said pushbuttons to said standard game equipment.

22. (New) The apparatus according to claim 21, wherein the handset and the elbow sensor adapted to be positioned on the same arm of the user are interconnected by a wire.

23. (New) The apparatus according to claim 20, wherein said two-state elbow and knee sensors and said processing unit are interconnected by wireless connection.

24. (New) The apparatus according to claim 20, wherein said two-state elbow and knee sensors are mechanically-controlled switches.

25. (New) The apparatus according to claim 20, wherein said two-state elbow and knee sensors are positioned in the respective elbow and knee regions by means of sleeves.

26. (New) A video game system including a processor running a game program capable of displaying varying representations of a human body, said system comprising:

a game central processor having an output for a display device and inputs for receiving two-state control signals from conventional gamepads or joysticks; and

at least one apparatus for transforming movements of a user into said control signals, said at least one apparatus including,

a pair of two-state elbow sensors adapted to be positioned in respective elbow regions of the user to deliver two different signals depending on a respective elbow bend;

a pair of two-state knee sensors adapted to be positioned in respective knee regions of the user and to deliver two different signals depending on a respective knee bend; and

a processing unit connected to said sensors for converting signals received from said sensors into said two-state control signals; and

a connection between said at least one apparatus and said inputs;

said apparatus being removably connected to said game central processor and used as a substitute for a conventional gamepad or joystick to obtain improved playability.

27. (New) The system according to claim 26, wherein said game program is a combat game program.

28. (New) The system according to claim 26, wherein said apparatus further comprises a pair of handsets connected to said processing unit, each handset having at least one pushbutton, said processing unit applying signals representative of actions performed on said pushbuttons to said game central processor.

29. (New) The apparatus according to claim 28, wherein the handset and the elbow sensor adapted to be positioned on the same arm of the user are interconnected by a wire.

30. (New) The apparatus according to anyone of claims 26, wherein said two-state elbow and knee sensors and said processing unit are interconnected by wireless connection.

31. (New) The apparatus according to claim 26, wherein said two-state elbow and knee sensors are mechanically-controlled switches.

32. (New) The apparatus according to claim 26, wherein said two-state elbow and knee sensors are positioned in the respective elbow and knee regions by means of sleeves.

33. (New) A method for controlling a video game program run by a standard game equipment, said game program being capable of displaying varying representations of a human body and said game equipment being capable of receiving two-state signals on game control inputs, the method comprising the steps of:

positioning a pair of two-state elbow sensors in respective elbow regions of the user, each of said elbow sensors delivering one of two different signals depending on a respective elbow bend;

positioning a pair of two-state knee sensors in respective knee regions of the user, each of said knee sensors delivering one of two different signals depending on a respective knee bend;

connecting said two-state elbow and knee sensors to said game equipment;

selectively moving the elbow and/or knee joints for applying corresponding two-state control signals to the game equipment; and

displaying, with said standard game equipment, representations of the human body corresponding to user movement according to said two-state control signals.

34. (New) The method according to claim 33, wherein said video game program is a combat game program.